Posted by Anonymous on Wed, 16 Oct 2002 00:15:00 GMT
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Seriously though. The only problem I've ever had was in 3DSMax. I once tried to render something with about 30 different lights in it. The computer froze up. I think problems with renX/3DSMax are all either operator error or the computer not being able to handle what it's doing. I think the program is very stable. It may not be as stable as Maya, but Maya is more expensive.